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LEARNING GAME SYSTEM

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LEAPFROG LEAPSTER L-MAX™
LEARNING GAME SYSTEM

Parent Guide

www.leapfrog.com

This guide contains important information.
Please keep it for future reference.

MADAGASCAR

The island excitement of Madagascar is the perfect setting for learning spelling, parts of speech and mathematics! Join popular characters Marty, Alex, Gloria, and Melman as they tackle fun challenges in the jungle and the city. Discover essential first- and second-grade skills (ages 6 to 8) along the way—and plug into the TV to unlock even more learning!

1 Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 Sign In

1. Follow the on-screen instructions to sign in.

2. The LEAPSTER L-MAX™ handheld will store the game information of up to 3 players. To remove a player, touch the "X" button on the screen.

3 Many Ways to Play

Madagascar has 4 learning games for playing on the go and on the TV—plug the LEAPSTER L-MAX™ handheld into the TV and unlock even more learning fun with bonus rounds in each game! To skip the intro movie, touch the screen with the stylus or press the "A" button. Touch a character crate with the stylus to start the game.

Fun Surprises, Tips and Tricks at www.leapsterworld.com!

The Web site www.leapsterworld.com is the place to go to learn fun game tips and tricks and to unlock special rewards using secret codes earned while playing the game.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

LEAP FROG

LEAPSTER L-MAX™

LEARNING GAME SYSTEM

Check out the ever-growing Leapster L-Max Learning Game System Library!

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Created by Stephen Hillenburg

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Coming Fall 2005!

Some titles may not be available in all markets.

Learning at All Levels

The games in *Madagascar* feature two levels of difficulty. Each level increases in the complexity of both the skills being taught and the facility needed to play the games. Level 1 covers first-grade skills (ages 6-7), while level 2 advances the play to cover second-grade skills (ages 7-8).

How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses the Hint button or gets several incorrect answers in a row. For example, in *Penguin's Password,* if a player has trouble figuring out how to unscramble a word, a tutorial screen will give a suggestion for one of the sounds that make up the correct word. The narrator then prompts the player to try again.

Learning Fun on the Island of Madagascar

HOW TO PLAY

Story Summary: How do four jungle animals go from life in the Big Apple to a world of adventure on the Island of Madagascar? It all starts when one of them decides to explore the wild! When Marty, the zebra, leaves the Central Park Zoo, his friends—Gloria, Melman and Alex—follow to convince him to go back home. But concerned citizens intervene and send the animals to the wilds of Africa. On the way, their ship goes off course and the four friends ultimately find themselves on the island of Madagascar!

Players begin a game by guiding a character through physical challenges like Grand Central Station, the open ocean, or a lemur-filled jungle. Concepts, including letters, words, math and fractions, become part of the physical challenges—players advance through the game while they learn!

Wild Cards—Populate the Island and Track Learning Progress!

Players earn points in each game to collect wild cards that present them with a clue—a fact about an animal or plant from Madagascar. After three wild cards are collected, the animal or plant is revealed and populates the island. Players can visit the map of the island and see all the animals and plants that have populated each character's region. The better a player does in a certain game, the more populated that part of Madagascar!

As each character corresponds to a different curriculum, this reward method tracks progress in skill-specific ways, allowing parents to track what children are learning. For example, if Private the Penguin's region on the map is populated with lots of plants and animals, then the player is having lots of fun and success at spelling words in *Penguin's Password*! If Alex's region isn't as populated, the player may need encouragement to play High Steaks and learn more about fractions!

High Steaks

HOW TO PLAY

Alex is frantically searching for Marty, who is lost in Grand Central Station. Players help Alex overcome obstacles and answer questions about fractions as they beat the clock to find the lost zebra!

WHAT'S BEING TAUGHT?

Fractions

Level 1: Introduces simple shape fractions, numerical fractions equal to shape fractions and fractions equal to what is left of a shape.

Level 2: Introduces more complex, shaded fractions, numerical fractions equal to shape fractions and fractions equal to what is left of a shape.

WHY IS THAT IMPORTANT?

In the early grade-school years, children use models and real life examples to understand fractions (for example, ½ a sandwich or ¼ of a pizza). As children progress through grade school, they begin to compare fractions to find which are equal, greater than or less than, and they begin working with mixed numbers (e.g., 2 ¾). These early concepts are key to being able to work with fractions later in grade school.

Island Hopping

HOW TO PLAY

Now that Marty's free to roam, he's water skiing on the back of two porpoises—while incomplete sentences appear at the top of the screen. Help Marty dodge whirlpools and jump over words to complete the sentences and steer him to safety on the Island of Madagascar.

WHAT'S BEING TAUGHT?
Sentence Completion and Parts of Speech

Level 1: Introduces nouns, plural nouns, verbs and adjectives that are taught in first grade (ages 6-7).

Level 2: Introduces nouns, verbs, adjectives, verb tenses and adverbs that are taught in second grade (ages 7-8).

WHY IS THAT IMPORTANT?

In *Island Hopping*, children must choose the appropriate word to complete the sentence—challenging them to comprehend which words would make sense in the open spot and learning about different parts of speech. Part of reading is obtaining meaning from printed language. In grade school, children expand their vocabularies and become increasingly proficient at word recognition, both of which lead to reading fluency.

Mango Math

HOW TO PLAY

Gloria and Melman are caught in a game of seesaw! Players control their falling and jumping and catch mangoes along the way. Collect enough mangoes to solve the equation at the bottom of the screen and feed Gloria and Melman!

WHAT'S BEING TAUGHT?
Addition and Subtraction

Level 1: Introduces single-digit addition and subtraction problems and independent equation building, up to and from 18.

Level 2: Introduces single and double-digit addition and subtraction problems and independent equation building, up to and from 30.

WHY IS THAT IMPORTANT?

As children start adding and subtracting numbers less than 18, they use a variety of methods to recall facts, including addition tables and fact families. Fun games that challenge children to practice these facts help them learn and memorize the facts more easily. Making sure the solutions are at their fingertips is key in solving more complex problems and advancing in math.

Penguin's Password

HOW TO PLAY

Private is hard at work trying to unscramble jumbled words and find the master password that his Skipper is demanding to get his ship rerouted to Antarctica! Players develop spelling skills as they help Private put letters in the right order and spell the password.

WHAT'S BEING TAUGHT?
Spelling

Level 1: Introduces three-letter words that follow a consonant-vowel-consonant format as well as consonant clusters, digraphs, 4-letter, and consonant-vowel-consonant-silent e words.

Level 2: Introduces more consonant clusters, diphthongs, digraphs, silent letters, and 5- and 6-letter words.

WHY IS THAT IMPORTANT?

Visual memory is an important way to learn similar sounds with variant spellings. Children often study word families to highlight common patterns of consonants and vowels. This game further reinforces a child's sense of the patterns in words by challenging them to apply those patterns to a series of letters to form words.

Meet The Locals

HOW TO PLAY

Touch any part of the map of Madagascar to learn different facts. Players earn Wild Cards as they play each game—three wild cards earn another animal or plant for populating the island. Learn even more facts by touching the animals and plants that have populated the island.

The populated map also represents the player's progress—taking a look at which areas are less populated lets you know which games to play!

Unlock the Learning with LEAPSTER L-MAX™!

***Madagascar* is designed for learning on the go or on the TV. Plug your LEAPSTER L-MAX into the TV and share the action with everyone in the room! All of the games are accessible on the go and on the TV, but when you plug into the TV, *Madagascar* includes a bonus round at the end of each game! Players have 45 seconds to score even more points by answering questions on the topics they mastered in the last game they played. These extra points let players populate the island of *Madagascar* even faster!**

U. S. /Canada Consumer Service Contact:

Please visit our U.S. Consumer Support Web site at: http://www.leapfrog.com/support, or our Canada Consumer Support Web site at: http://lfcanada.custhelp.com, 24 hours a day. You can search for frequently asked questions, review your previous questions, or submit a question to our support staff via e-mail.

U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)
Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at: http://leapfroguk.custhelp.com, 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435
Eire: 00 44 1702 200244
Hours: Monday through Friday, 9:00 AM to 5:00 PM.

IMPORTANT: Please notify the LeapFrog Consumer Service department of any difficulties before returning this product for any reason. Returns must have a Return Authorization number (RA#) in order to be processed. If the service representative is unable to solve the problem, you will be given instructions on how to replace the product.

Warranty Information

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Before returning a product for any reason, please notify the LeapFrog Consumer Service Department. If the service representative is unable to solve the problem, you will be provided with instructions as to how to go about having the unit repaired or replaced if it is under warranty. Return of a product under warranty is governed by the following rules -- If LeapFrog believes that there may be a defect in materials or workmanship and LeapFrog confirms your purchase date, LeapFrog will provide you with prepaid shipping instructions for returning the product. Otherwise, you must return your product, shipping prepaid and with proof of purchase date, as instructed by a LeapFrog service representative.

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U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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